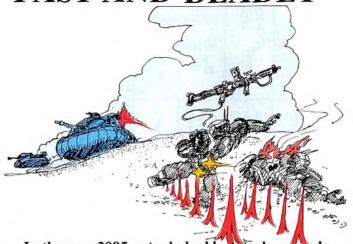


FAST AND DEADLY



In the year 2085, a tank duel lasts only seconds. An entire battle ends in minutes. Nuke-firing infantrymen dodge across the battleground in powered suits, trying to come to grips with the enemy armor. And those armor units, both tanks and hovercraft, are deadly. Only a direct hit will take one out — a miss may stun the crew, but their machine will keep trying to kill you.

G.E.V., sequel to OGRE, adds more detail to Metagaming's fast-moving simulation of armored combat in the next century. G.E.V. is a new game-but it's wholly compatible with OGRE. Stacking and terrain rules, new unit types, the Mark IV Ogre, and more... Scenarios include Raid, Breakthrough, Ceasefire Collapse, and The Train. And within hours, you'll be inventing your own.

G.E.V. includes a 24-page illustrated rulebook, 135 counters, and three-color 12" x 14" game map.

METAGAMING

Box 15346, Austin, TX 78761

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